AMENDMENTS TO THE CLAIMS

Detailed Listing of All Claims 1-18:

1 (currently amended).   A method comprising:

dividing a GUI parent, having a GUI child, into cursor linking sectors;

mapping the GUI child to at least one of the cursor linking sectors; and

linking a cursor to the GUI child using the mapping.

2 (currently amended).   A method comprising:

dividing a GUI parent, having GUI children, into cursor linking sectors;

mapping each of the GUI children to at least one of the cursor linking sectors; and

linking a cursor to one of the GUI children using the mapping.

3 (currently amended).   A method comprising:

dividing GUI parents into cursor linking sectors;

mapping a GUI child of a GUI parent to at least one of the cursor linking sectors; and

linking a cursor to a GUI child using the mapping.

4 (currently amended).   A method comprising:

generating GUI items comprising at least one GUI parent having at least one GUI child;

dividing each GUI parent into cursor linking sectors;

mapping each GUI child to at least one of the cursor linking sectors; and

linking a cursor to a GUI child using the mapping.

5 (currently amended).   A method for tracking a cursor in a GUI framework application comprising:

generating GUI items comprising at least one GUI parent having at least one GUI child;

dividing each GUI parent into cursor linking sectors;

mapping each GUI child to at least one of the cursor linking sectors; and

linking a cursor to a GUI child using the mapping.

6 (original). A computer-readable medium storing computer-executable instructions to divide GUI items into cursor linking sectors; to create a map of the GUI items in relation to the sectors; and to link a cursor to a GUI item using the map.

7 (currently amended).   A method comprising:

receiving a GUI comprising a GUI parent having GUI children, the GUI children having positions within the GUI parent; and

dividing the GUI parent into container level, linking sectors based on the positions of the GUI children within the GUI parent wherein the linking sectors provide for linking to the GUI parent and/or the GUI children.

8 (original).   The method of claim 7 wherein each sector includes at least one of the GUI children.

9 (original).   The method of claim 7 further comprising mapping each of the GUI children to at least one of the sectors.

10 (original). The method of claim 7 further comprising linking a cursor to one of the GUI children using the mapping.

11 (currently amended).   A computer-readable medium storing computer-executable instructions to receive a GUI comprising a GUI parent having GUI children, the GUI children having positions within the GUI parent, and to divide the GUI parent into container level, linking sectors based on the positions of the GUI children within the GUI parent wherein the linking sectors provide for linking to the GUI parent and/or the GUI children.

12 (currently amended).   A method comprising:

dividing a GUI parent associated with an operating system into operating system sectors; and

dividing a GUI parent associated with a framework into framework, linking sectors.

13 (original). The method of claim 12 wherein the GUI parent associated with a framework comprises GUI children.

14 (currently amended). The method of claim 13 further comprising mapping each of the GUI children to at least one of the framework, linking sectors.

15 (original). The method of claim 14 further comprising linking a cursor to one of the GUI children using the mapping.

16 (currently amended). The method of claim 12 further comprising creating a map that maps operating system sectors to the operating system and maps framework, linking sectors to the framework.

17 (original). The method of claim 16 wherein the map includes information related to GUI children.

18 (currently amended). A method comprising:

dividing a GUI parent, having GUI children, into linking sectors;

mapping each of the GUI children to at least one of the sectors;

linking a cursor to one of the GUI children using the mapping; and

painting one of the GUI children based on the linking.